Magic school | The Witcher RPG Wiki

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Magic school

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Aretuza, a magic school

A magic school is a learning facility that mages visit in order to both master their innate magical talent and expand their knowledge regarding spells.

Staying at a magic school is the primary factor that differentiates mages from witches.

List of Magic Schools

Mages are rare to begin with, thus facilities that tend to their specific needs are equally rare. Even a region as large as The North has only two truly reknown magic schools (also known as universities or academies). Each location offers a unique benefit.

Canon	Name	Location	Accepts	Benefit (Neverwitcher)	Benefit (TTRPG)
✓	Aretuza	The North	Women	**Aretuza Wellspring** You can spend 10 STA to raise your Vigor Threshold by 2 for the next hour. This increase stacks with Focus items.	**Aretuza Wellspring** Tome of Chaos, Page 20
✓	Ban Ard	The North	Men	TBA	TBA
✓	Gweison Haul	The South	All	TBA	TBA
✓	Imperial Magic Academy	The South	All	TBA	TBA
	Ar-Batuul Qasr	Ofir	All	TBA	-
	Madrasat Alsishar	Ofir	All	TBA	-
	Dumdanial	Ofir	All	TBA	-

	Andekha Mahal	Melukka	All	TBA	-
	Tavaron ka Gadh	Melukka	All	TBA	-
	Apprenticeship	Anywhere	All	TBA	-
✓	Minor Academia	Anywhere	All	TBA	**Versatile Caster** Tome of Chaos, Page 20

Magic Schools / Academies / Universities

Apprenticeships

Apprenticeship refers to a young mage having only one tutor/master. This could either be at the master's personal home or could involve constant travel.

Minor Academia

Minor Academia represents the many unaffiliated mages across the world who take gifted children as apprentices. Such smaller enclaves are often not recognized by the larger schools. One such example would be Arcadia, a minor academia situated in Rivia.

The Witcher Online: The Neverwitcher Nights Project

Races	• Human • Elf • Dwarf • Halfling • Mutant • Doppler
Professions	• Artisan • Bard • Doctor • Druid • Mage • Man-at-Arms • Merchant • Noble • Peasant • Priest • Ranger • Rogue • Witch • Witcher
World	• Timeline • Faiths & Pantheons • The North • Mahakam • Southlands • Hakland • Ofir • Melukka • Zangvebar
Gameplay	• Character Development • Combat • Crafting • Skills • Unique Skill Branches • Magic • **Magic school** • Trading • Signs • Invocations • Powers • Death • Wounds • Derangements • Overland Map

Power Groups	• Rivian Army • Rivian Guilds • People of Elm • Heimwehr • Mahakam Volunteer Army • Scioa'tael • Order of the White Rose • Mashujaa wa Zang • Brotherhood of Mages • Novigrad Gangs
VIPs	• List of Player Characters • King Halm • Brover Hoog • Fergus var Emreis
Bestiary	• Aydakhurg • Otso • Nidhögg • Zystling • Wort • Bublios • Ilyocori • Nighthag • Buggegil • Gan Caenn • Ogre • Nemeton

Locations

Rivia & Lyria	• Broadhead • Craag Ros • Devil's Tower • Duén a'Fir'inn • Dunnock • Gradabor • Hawkesburn • Kaveldun • Khigvor • Loc Eskalott • Melitele Convent • Rastburg • Ravenholme • Ravenkluft Quarry • Ruewolde • Scala • Spalla • Tor llawenydd • Waldenrad • Willowhaine
Mahakam	• Barrow Hill • Black Brook Vale • Borro's Rump • Colshtock • Crag Pass • Davor's Mine • Dragon's Eye • Drunken Bluff • Fornlam • Gullbratt • Klamat Pass • Langbridge • Lonely Rock • Mahakam Pass • Mare's Islet • Mount Carbon • Stoolcap • Tallbridge • The First Gate • The Second Gate • Twin Peaks

Elsewhere	• Aedirn • Caed Dhu • City of Silver Towers • Holmstein • Novigrad • Oxenfurt academy • Two Rivers • Ysgith • Zadar